#### Fig. 1 PRIOR ART

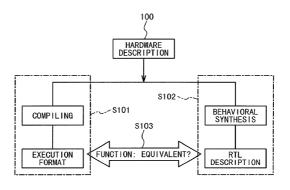


Fig. 2

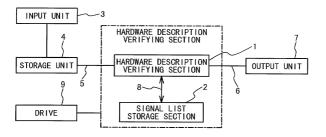


Fig. 3

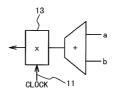


Fig. 4

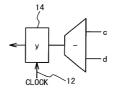
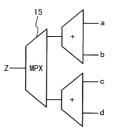
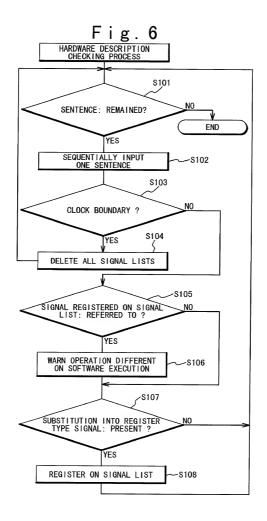


Fig. 5

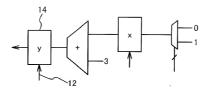


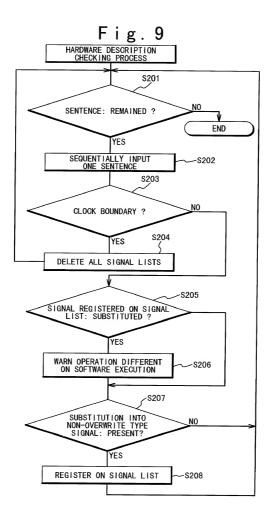


/\* REG. C

C LL C L					
#ITDEF C # DEFINE REG UNSIGNED INT #ENDIF	NSIGNED INT				
MAIN()		/* 0 */	/* HDL */	/* LIST */	
REG x, y;	, y				
. 0		/* 0=× */	3	/* [×] */	/* S107 */
x = 1;		/* x=1 */	/* O=× */	/* { <del>`</del>	/* S103 */ /* S107 */
t = 3;		/* t=3 */	/* t=3 */	* (×) */	6. 600
× = ×	+ ;;	/* y=4 */		/* {x, y} */	/* S105, S107 */
) XOOTO			/* x=1, Y=3 */	/* [] */	/* S103 */

Fig. 8



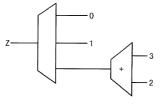


/\* ASSIGN. C \*/ #IFDEF C

```
/* $207 */
/* $203 */
/* $207 */
/* $207 */
/* $205 $207 */
/* $206 $207 */
                                                            /* LIST */
                                                                            /* z=? */
/* t=3 */
/* z=? */
                                  /* HDL */
                                                            /* 0=z */
                                                                            /* z=1 */
/* t=3 */
/* z=5 */
                                                           /* 0=z */
                                  /* O */
# DEFINE TER UNSIGNED INT #ENDIF
                                                                                            z = t + 2;
                                          TER z, t;
                                                           z = 0; CLOCK ();
                                                                                                   CLCOK ();
                                                                            z = 1;

t = 3;
                        MAIN()
{
```

Fig. 11



```
/* LIST */
                                                                            /* t=3 */
/* t=? */
/* z=? */
                                                      /* HDL */
                                                                           /* t=3 */
                                                                                          /* S=Z */
                                                     /* C */
               #IFDEF C
# DEFINE TER UNSINED INT
#ENDIF
                                                                           t = 3;
CLOCK();
z = t + 2;
CLOCK();
                                                            TER z, t;
/* TER. C */
                                            MAIN()
```

Fig. 13

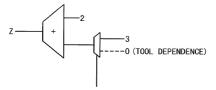
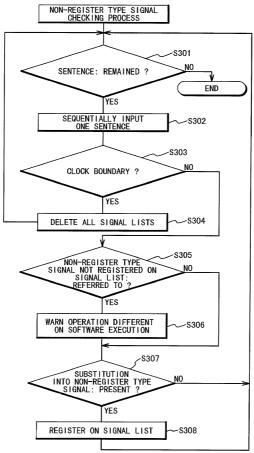


Fig. 14



```
/* LIST */
                                                                                         /* z=3 */
/* t=1 */
                                                    /* HDL */
                                                                          /* t=3 */
                                                                                        /* z=5 */
/* t=1 */
                                                                          /* t=3 */
                                                    /* O */
              #IFDEF C
# DEFINE TER UNSIGNED INT
#ENDIF
                                                                          t = 3;
CLOOK();
z = t + 2;
t = 1;
CLOOK();
                                                           TER z, t;
/* WIRE. C */
                                           MAINO
{
```

Fig. 16

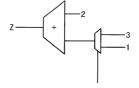
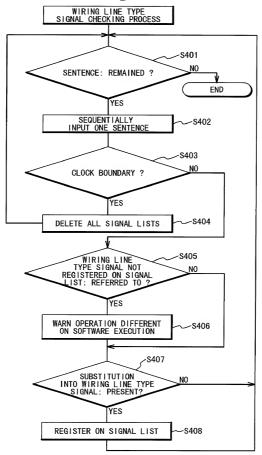


Fig. 17



```
/* i=0 */
/* a=0 */
                     /* HDL */
                                                               /* a=1 */
                                         /* i=0 */
/* a=0 */
                                                              /* a=0 */
                    /* O */
                                     i = 0;
a = 0;
CLCOK();
if(i >0 && a++) [
i = 0;
                                                                             }
CLCOK();
                           INT a, i;
/* AND. C
             MAIN()
```

Fig. 19

